



# **Soccer Rulebook 2015**

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**Any rules that are not stated in this rulebook will be governed by the “FIFA – Laws of the Game”. These rules can be found at the following URL:  
<http://www.doitnowproductionz.com/Coach%27s%20Goals.htm>**

## **LEAGUE ORGANIZATION**

There will be the following divisions within the City of Sunrise Soccer Program:

- Instructional (4 yrs old by 7/31/15)
- 8 & Under Boys and Girls
- 10 & Under Boys and Girls
- 12 & Under Boys and Girls
- 14 & Under Co-ed
- 17 & Under Co-ed

## **TEAMS**

- Instructional: Start with max 7/min 5 & forfeit at 4 or less
- 8 & Under Boys/Girls: Start with max 7/min 5 & forfeit at 4 or less
- 10 & Under Boys / Girls: Start with max 9/min 6 & forfeit at 5 or less
- 12 & Under Boys /Girls: Start with max 11/min 7 and forfeit at 6 or less
- 14 & Under Coed: Start with max 11/min 7 and forfeit at 6 or less
- 17 & Under Coed: Start with max 11/min 7 and forfeit at 6 or less

## **EQUIPMENT AND UNIFORMS**

Game ball size for each division shall be as follows:

- Size #3 Ball – 8 & Under boys and girls and Instructional
- Size #4 Ball - 12 & Under boys and girls and 10 & Under boys and girls
- Size #5 Ball - 17 & Under coed and 14 & Under coed

City-Issued Balls - Each team will be issued game balls, which shall be used for games and practices. It is recommended players bring the appropriate size ball to practice.

Players must wear the jerseys supplied by the Leisure Services Department. All teams shall have jerseys with numbers. In cases of cold weather, long sleeved shirts and long pants may be worn underneath the official uniform. Jerseys must have sleeves. Velcro straps to keep the sleeve rolled up are prohibited. Jerseys must be tucked into shorts at ALL times.

Players must wear molded cleats or tie shoes (sneakers). Shoes with metal spikes, or squared off molded cleats are prohibited.

All players participating in the game and during practice must wear soccer shin guards. Shin guards are worn beneath player's game socks.

*NOTE – Shin guards must cover approximately 80% of the player's shin. “Mini” shin guards are illegal. The size of the shin guard is at the discretion of the referee and he/she has the ability to disallow any inappropriate equipment.*

Jewelry (rings, watches, necklaces, ankle bracelets, earrings, rubber bands, hair beads etc.) is prohibited. Placing tape or band-aids over jewelry is prohibited. It is recommended that players who wear eyeglasses also wear protective goggles. Prescription eyeglasses must be secured.

Both socks must be the same color.

No hard casts may be worn in games or practices. Soft casts must be approved by the referee prior to the game.

## **LENGTH OF GAMES**

Instructional - Four ten minute quarters, one 5-minute halftime rest period

8 & Under Boys & Girls - Four ten minute quarters, one 5-minute halftime rest period

10 & Under Boys & Girls - Four twelve minute quarters, one 5-minute halftime rest period

12 & Under Boys/Girls - Four twelve minute quarters, one 5-minute halftime rest period

14 & Under Coed - Four fifteen minute quarters, one 5-minute halftime rest period

17 & Under Coed - Four fifteen minute quarters, one 5-minute halftime rest period

## **SUBSTITUTIONS**

All participants must play at least one entire quarter in each half. There are no substitutions during the quarter, except for injuries. If a player is injured, the opposing coach will select which player will enter the game.

A player who arrives after the start of the first quarter but before beginning of second quarter must play the second quarter and at least one quarter in the second half.

A player who arrives after the start of the second quarter but before beginning of third quarter must play at least one quarter in the second half.

A player who arrives after the beginning of the third quarter but before beginning of the fourth quarter must play in the fourth quarter.

Failure to comply with this rule may result in forfeiture of the game and and/or suspension of the coach for one game.

Referee will call for the first and third quarter to conclude as close as possible to the required time as not to stop a potentially goal scoring opportunity.

*NOTE: Late arriving players may play if team is shorthanded and may be immediately inserted in the game with stoppage of play when referee and coach are notified.*

## **OFFICIALS**

Head Referee shall be the ONLY official timekeeper.

NOTE: The Referee may allow play to continue until the ball is out of play, if in his/her opinion, a player is only slightly injured. The Referee also has the discretion to allow play to continue if there is an advantage for the attacking team, and apply disciplinary actions for cautionable offenses when the next ball goes out of play.

## **COACHING**

Only One (1) Head Coach and one (1) Assistant Coach may occupy the field and the sidelines where the team resides. All other spectators/assistant coaches must sit on the opposite side of the field and may only participate during practices.

There is no coaching allowed from the sidelines opposite of where the team resides. The referee has the discretion to stop any coaching being done by anybody besides the One (1) Head Coach and One (1) Assistant Coach designated.

## **BOUNDARIES**

The designated Head Coach and Assistant Coach must stay behind the designated line if painted. If not painted, they must remain at least 3 feet away from the playing field, as to not interfere with the run of play or the sightlines of the referees.

All other spectators must stay behind the designated spectator line if painted on the spectator side. If not painted, they must remain at least 3 feet away from playing field.

No parents, coaches, players, spectators, etc. are allowed behind the goal line or behind the net.

Air horns are not allowed at games/practices.

## **SOCCER COMMITTEE**

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